

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) A computer-implemented method for providing a user-interface, the method comprising:

~~providing an application including a pattern-based user interface for displaying, using a processor, a pattern based user interface within a window, the pattern based user interface including information of a plurality of data objects object and for receiving a first input from a user, the first input comprising a selection of the data object displayed in the pattern-based user interface, the pattern based user interface being developed by reusing predefined user interface components;~~

receiving a first input from a user via the pattern based user interface, the first input comprising a selection of one of the plurality of data objects displayed in the pattern based user interface;

~~providing within the application a non-pattern-based user interface at least for displaying, in response to the first input, a non-pattern based user interface within the window, the non-pattern based user interface including sub-object attribute data of the selected data object and information of the selected data object, the non-pattern based user interface being developed by editing a source code of the non-pattern based user interface; and~~

receiving, in the non-pattern based user interface, a second input from the user to change a position of at least one element of the sub-object attribute data displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user interface are displayed together in ~~[[a]] the window,~~ and

~~wherein the pattern based user interface provides general information of the data object and the non-pattern based user interface provides detail information of the data object including the sub-object attribute data.~~

2. (Previously Presented) The computer-implemented method of claim 1, further comprising displaying business sub-object attribute data of at least two business objects within the non-pattern based user interface.

3. (Previously Presented) The computer-implemented method of claim 1, further comprising displaying business sub-object attribute data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

4. (Original) The computer-implemented method of claim 1, further comprising providing the non-pattern based user interface within at least one frame separated from the pattern based user interface.

5. (Original) The computer-implemented method of claim 1, further comprising providing general information of business objects within the pattern based user interface and providing detail information of the business objects within the non-pattern based user interface.

6. (Previously Presented) The computer-implemented method of claim 1, further comprising providing markup-language style sheets for developing the non-pattern based user interface.

7. (Currently Amended) The computer-implemented method of claim 1, further comprising ~~providing the~~ displaying a plurality of frames including pattern based user interfaces ~~interface for all windows within the application.~~

8. (Currently Amended) The computer-implemented method of claim 1, wherein the pattern based user interface is defined ~~within the application~~ on different hierarchy levels.

9. (Previously Presented) The computer-implemented method of claim 1, further comprising defining combinations of the predefined user interface components within the pattern based user interface.

10. (Previously Presented) The computer-implemented method of claim 9, further comprising defining relative positions or absolute positions of the predefined user interface components within the pattern based user interface.

11. (Original) The computer-implemented method of claim 1, further comprising providing at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

12. (Original) The computer-implemented method of claim 1, further comprising changing the appearance of the non-pattern based user interface based on the displayed data.

13. (Currently Amended) A device for displaying a user-interface on a computer, comprising:

~~means for displaying a pattern based user interface for displaying, using a processor, a pattern based user interface within a window, the pattern based user interface including information of a plurality of data objects object and for receiving a first input from a user, the first input comprising a selection of the data object displayed in the pattern based user interface, the pattern based user interface being developed by reusing predefined user interface components;~~

means for receiving a first input from a user via the pattern based user interface,
the first input comprising a selection of one of the plurality of data objects displayed in
the pattern based user interface;

~~means for displaying a non-pattern based user interface for displaying, in~~
response to the first input, at least a non-pattern based user interface within the window,
the non-pattern based user interface including sub-object attribute data of the selected
data object and information of the selected data object, the non-pattern based user
interface being developed by editing a source code of the non-pattern based user
interface; and

means for receiving, in the non-pattern based user interface, a second input from
the user to change a position of at least one element of the sub-object attribute data
displayed in the non-pattern based user interface,

wherein the pattern based user interface and the non-pattern based user
interface are displayed together in ~~[[a]]~~ the window, and

~~wherein the pattern based user interface provides general information of the data~~
~~object and the non-pattern based user interface provides detail information of the data~~
~~object including the sub-object attribute data.~~

14. (Previously Presented) The device of claim 13, further comprising means
for displaying business sub-object attribute data of at least two business objects within
the non-pattern based user interface.

15. (Previously Presented) The device of claim 13, further comprising means for displaying business sub-object attribute data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

16. (Previously Presented) The device of claim 13, further comprising means for providing the non-pattern based user interface within at least one frame separated from the pattern based user interface.

17. (Previously Presented) The device of claim 13, further comprising means for providing general information of business objects within the pattern based user interface and providing detail information of the business objects within the non-pattern based user interface.

18. (Previously Presented) The device of claim 13, further comprising means for providing markup-language style sheets for developing the non-pattern based user interface.

19. (Currently Amended) The device of claim 13, further comprising means for providing the displaying a plurality of frames including pattern based user interfaces ~~interface for all windows within an application.~~

20. (Currently Amended) The device of claim 13, wherein the pattern based user interface is defined ~~within an application~~ on different hierarchy levels.

21. (Previously Presented) The device of claim 13, further comprising means for defining combinations of the predefined user interface components within the pattern based user interface.

22. (Previously Presented) The device of claim 21, wherein relative positions or absolute positions of the predefined user interface components are defined within the pattern based user interface.

23. (Previously Presented) The device of claim 13, further comprising means for providing at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

24. (Previously Presented) The device of claim 13, further comprising means for changing the appearance of the non-pattern based user interface based on the displayed data.

25. (Currently Amended) A computer program product tangibly embodied in a computer-readable storage medium, comprising instructions operable to cause a computer to perform a method comprising:

~~displaying a pattern based user interface for displaying, using a processor, a~~
~~pattern based user interface within a window, the pattern based user interface including~~
~~information of a plurality of data objects object and for receiving a first input from a user,~~
~~the first input comprising a selection of the data object displayed in the pattern based~~
~~user interface, the pattern based user interface being developed by reusing predefined~~
~~user interface components;~~

~~receiving a first input from a user via the pattern based user interface, the first~~
~~input comprising a selection of one of the plurality of data objects displayed in the~~
~~pattern based user interface;~~

~~displaying a non-pattern based user interface for displaying, in response to the~~
~~first input, a non-pattern based user interface within the window, the non-pattern based~~
~~user interface including at least sub-object attribute data of the selected data object and~~
~~information of the selected data object, the non-pattern based user interface being~~
~~developed by editing a source code of the non-pattern based user interface; and~~

~~receiving, in the non-pattern based user interface, a second input from the user~~
~~to change a position of at least one element of the sub-object attribute data displayed in~~
~~the non-pattern based user interface,~~

~~wherein the pattern based user interface and the non-pattern based user~~
~~interface are displayed together in [[a]] the window, and~~

~~wherein the pattern based user interface provides general information of the data~~
~~object and the non-pattern based user interface provides detail information of the data~~
~~object including the sub-object attribute data.~~

26. (Previously Presented) The computer program product of claim 25, further comprising instructions operable to cause the computer to display business sub-object attribute data of at least two business objects within the non-pattern based user interface.

27. (Previously Presented) The computer program product of claim 25, further comprising instructions operable to cause the computer to display business sub-object attribute data of at least two business objects on a side-by-side basis within the non-pattern based user interface.

28. (Previously Presented) The computer program product of claim 25, further comprising instructions operable to cause the computer to provide the non-pattern based user interface within at least one frame separated from the pattern based user interface.

29. (Previously Presented) The computer program product of claim 25, further comprising instructions operable to cause the computer to provide general information of business objects within the pattern based user interface and provide detail information of the business objects within the non-pattern based user interface.

30. (Previously Presented) The computer program product of claim 25, wherein the non-pattern based user interface was developed using markup-language style sheets.

31. (Currently Amended) The computer program product of claim 25, further comprising instructions operable to cause the computer to ~~provide the~~ display a plurality of frames including pattern based user interfaces ~~interface for all windows within an~~ application.

32. (Currently Amended) The computer program product of claim 25, wherein the pattern based user interface is defined ~~within an application~~ on different hierarchy levels.

33. (Previously Presented) The computer program product of claim 25, wherein combinations of the predefined user interface components are defined within the pattern based user interface.

34. (Previously Presented) The computer program product of claim 25, wherein relative positions or absolute positions of the predefined user interface components are defined within the pattern based user interface.

35. (Previously Presented) The computer program product of claim 25, further comprising instructions operable to cause the computer to provide at least one of text, file directories, graphics, and multimedia content within the non-pattern based user interface.

36. (Previously Presented) The computer program product of claim 25, further comprising instructions operable to cause the computer to change the appearance of the non-pattern based user interface based on the displayed data.